



# **MSC FOR LIVE**

**VERSION 1.0**

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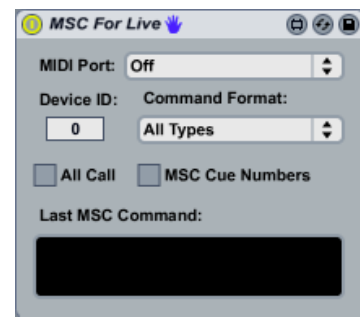
## OVERVIEW

'MSC For Live' is a Max For Live device for the purpose of using MIDI Show Control commands to control and playback scenes and clips in Live. It is currently only supported on OS X due to dependence on a Mac-only external for the purpose of receiving MIDI SysEx data. This external (lh\_midiin by Leigh Hunt) is included and frozen into the device, however it is also available from <http://web.mac.com/leighhunt/iWeb/Site/downloads.html>.

MSC control allows Live to be cued and controlled from any source which can output MSC, such as most lighting desks, or the software QLab by Figure 53.

## INTERFACE

The device interface is fairly simplistic. Firstly the MIDI Port field shows the available MIDI ports on the system and allows selection of a port to listen for MSC messages on. This port is stored with the device when the set is saved. To connect directly from another application on the system, it is recommended that the IAC MIDI driver be used, which can be configured in the Audio MIDI Setup application found in applications/utilities.



Device ID selects an address for the device. Only commands containing the correct device ID will be processed. Selecting the 'All Call' checkbox on the device automatically sets the device ID to 127, and will cause all received commands to be processed regardless of their intended device ID. It should also be noted that commands sent with a device ID of 127 will be processed by any device ID.

The Command Format menu selects the type of equipment that the device should be considered as. This works similarly to device ID, in that only commands with this command format will be processed. Selecting 'All Types' will cause commands with any command format to be processed, and commands sent with the 'All Types' command format will be processed by any command format.

An important point to note is that each command format contains separate device IDs. For example, commands processed by command format 'Music', device ID '10' will not be processed by, command format 'CD Players', device ID '10'.

The MSC cue numbers checkbox will prefix all scene names with 'MSC# = ' where # is the MSC cue number (see the section below for more information on this). These numbers will always follow the order of the scenes. If a scene,

is moved, the MSC cue number will change, and the scene name will be updated to reflect this. This allows easy viewing of cue numbers, and can be turned off to restore the scene names back to their original state. It should be noted that this option whilst activated creates a large amount of Live undo events. This option is not saved with the set.

## MSC CUE NUMBERS

Ableton Live has no real concept of visible cue numbers. Although scenes are numbered to begin with, and new scenes are autonamed with a number, these numbers do not reflect the actual numbers used to access the scenes from the Live API, which are based entirely on the order of the scenes in the set. Consequently, the MSC cue numbers of the scenes follows this order, numbering cues starting from 1. Please note that if a scene is moved, it's MSC cue number will change, whilst the number in the scene name will not. The scene names have no bearing on the MSC cue number.

## COMMANDS

MSC For Live supports only five MSC commands, GO, STOP, ALL\_OFF, RESTORE and RESET. All other commands are ignored. For GO and STOP commands, additional data can be sent in the form of Q numbers and Q lists. Cues with Q path data will be processed but the Q path data will be ignored.

### **GO**

A GO command sent alone (without a Q number) will fire the currently highlighted scene and automatically select the next scene. If the selected scene is the final one in the set, it will be fired once and stay selected, and any further GO commands without Q numbers will be ignored until a different scene is selected.

A GO command sent with a Q number will fire the scene with that MSC cue number (please see the section on MSC cue numbers in Live). It will then automatically highlight the scene after the fired scene.

A GO command sent with a Q number and Q list will fire the clip in the clip slot selected by the Q number and on a track number selected by the Q list value (tracks are numbered left to right beginning at 1). This will not cause the selected scene to change.

## STOP

A STOP command sent alone (without a Q number) will stop all clips currently playing.

A STOP command sent with a Q number will stop the scene with that MSC cue number (please see the section on MSC cue numbers in Live).

A STOP command sent with a Q number and Q list will stop the clip in the clip slot selected by the Q number and on a track number selected by the Q list value (tracks are numbered left to right beginning at 1).

## ALL\_OFF

An ALL\_OFF command will cause playback in Live to stop, similar to pressing the stop button.

## RESTORE

A RESTORE command will cause playback in Live to resume, similar to pressing the play button.

## RESET

A RESET command will stop all currently playing clips, stop playback, automatically select the first scene in the set and reset the arrangement position to the beginning.

# LICENSING



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